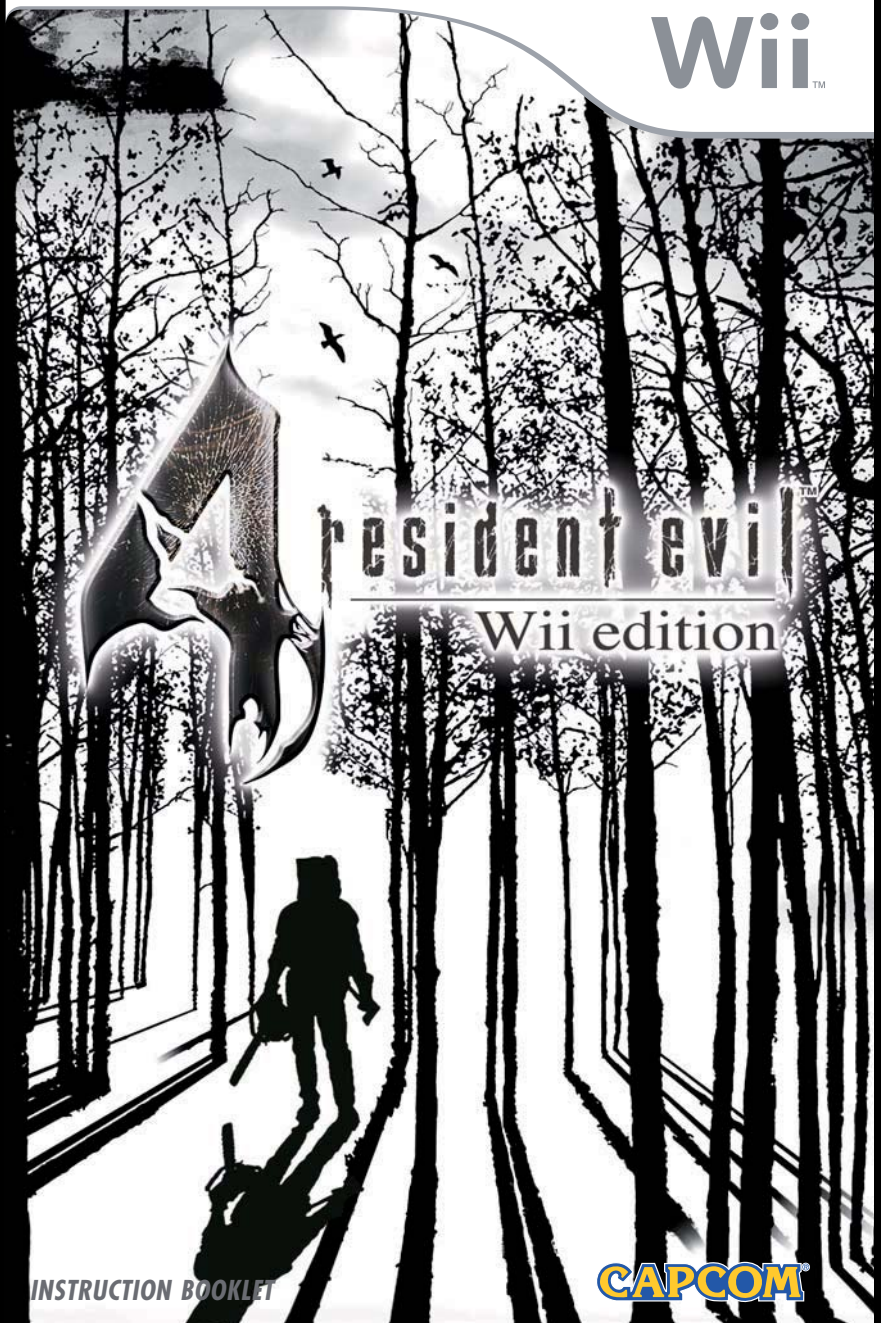
Wii™
4
resident evil™
Wii edition
INSTRUCTION BOOKLET
CAPCOM®

Any manuals provided with this software are digital reproductions of the original printed manuals.
Please note that references may be made to features that can't be used in this version of the game.
There may also be references to outdated consumer information, e.g. warranties and support hotlines.

For product information, please visit the Nintendo website at:
www.nintendo.com
For technical support and troubleshooting,
please refer to the Operations Manual for your Wii U console or visit:
support.nintendo.com

For age rating information for this and other software,
please consult the relevant website for the age rating system in your region.
PEGI (Europe): www.pegi.info
USK (Germany): www.usk.de
Classification Operations Branch (Australia): www.classification.gov.au
OFLC (New Zealand): www.classificationoffice.govt.nz
Russia: minsvyaz.ru/ru/doc/index.php?id_4=883

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WARNING: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Nintendo® Hardware system, Disc or Accessory. The booklet contains important safety information.

1

50Hz 60Hz Modes Supported

THIS GAME SUPPORTS 50Hz (576i) AND 60Hz (480i) MODE.

EDTV / HDTV Compatible

IMPORTANT LEGAL INFORMATION

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60Hz (480i) Mode

50Hz 60Hz Modes Supported

Many people don't know what the difference between 50Hz and 60Hz is, but since most modern TV models support 60Hz it's definitely worth finding out if your TV is compatible. In basic terms, Hz (Hertz) is related to the number of frames per second (fps) appearing on your screen.

50Hz produces 25 fps and 60Hz produces close to 30 fps, which may not sound like a big difference, but the increase in quality from 25 to around 30 fps is quite noticeable on-screen. With 60Hz you get a smoother game screen with less flicker and the game running at optimal speed, all of which produces a great gaming experience.

The default setting of the Wii™ console is 50Hz (576i) Mode. To change this, activate 60Hz (480i) Mode by selecting this TV TYPE in the Wii Settings. However, certain (mainly older) TV sets are unable to display games in 60Hz (480i) Mode, and therefore a small number of players could experience difficulties using this display mode on their TVs. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the manufacturer.

If, after changing the setting to 60Hz (480i) Mode, the screen appears blank or distorted, it will likely be the case that your TV does not support 60Hz (480i) Mode. To revert to the default setting, press RESET on the Wii console while holding the down direction on the ✚ Control Pad, and the Wii system will restart in 50Hz (576i) Mode. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

Also, when you connect the Wii RGB cable (RVL-013) (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, or you connect the Wii Component AV cable (RVL-011) (sold separately) to a TV which has component video inputs, you can enjoy an intensely sharp picture on-screen.

EDTV / HDTV (480p) Mode – Progressive Scan

EDTV / HDTV Compatible

EDTV / HDTV (480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed with minimised flicker, all of which produces a great gaming experience.

However, it may be the case that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the Progressive Scan display needed for the EDTV / HDTV (480p) Mode, consult your TV instruction manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV cable (RVL-011) (sold separately) and to enable Progressive Scan on your display device when selecting this mode.

The default setting of the Wii™ is 50Hz (576i) Mode. To activate EDTV / HDTV (480p) Mode, please select this TV TYPE in the Wii Settings. For additional information on how to set the TV TYPE, please refer to the Wii Operations Manual – Channels & Settings.

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GETTING STARTED

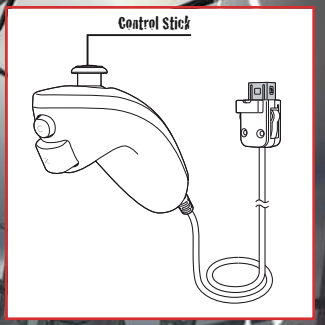
1. Insert the resident evil™ 4 Wii edition Game Disc correctly into the Disc Slot on the Wii Console.
2. The Wii Console will then power on automatically, and a message will display on screen. After reading the message, press the A Button.
   - The message will display even if the Wii Console is switched on before the Game Disc is inserted.
3. Point to DISC DRIVE CHANNEL on the Wii Menu, and press the A Button. The Channel Screen will be displayed.
4. Point to START and press the A Button. The Wii Remote Strap Screen will be displayed.
5. When you are ready to begin play, press the A Button.

USING THE Wii™ CONSOLE

Nunchuk NEUTRAL POSITION RESET

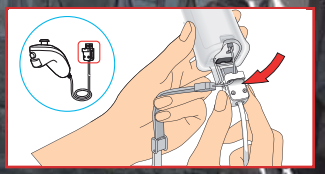
NOTE: If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote™, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (-) Buttons on the Wii Remote for three seconds.

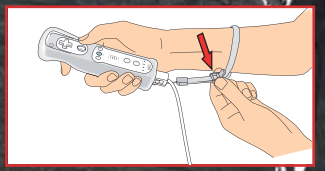
To prevent this from occurring, do not move the Control Stick when:
- Turning on the Wii™ console
- Plugging the Nunchuk into the Wii Remote
- Starting Channels from the Wii Menu
- Returning to the Wii Menu from games or Channels.



USING THE Wii Remote

Feed the cord on the Wii Remote Wrist Strap through the Connector Hook. Insert the Nunchuk™ plug into the External Extension Connector on the bottom of the Wii Remote. Place your hand through the Wii Remote Wrist Strap and hold the Wii Remote firmly in your hand. Slide the strap lock up so that the wrist strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Wii Remote Wrist Strap in place.





- CAUTION: Always keep a firm grip on the Wii Remote and Nunchuk. Use the Wii Remote Jacket (RVL-022) and the Wii Remote Wrist Strap at all times to prevent losing your grip on the Wii Remote and possibly causing damage to the Wii Remote and surrounding objects, or injury to other people. The Wii Remote Jacket will provide protection if the Wii Remote is accidentally thrown or dropped during game play. Please ensure there is sufficient distance from other people and objects when playing Wii™ games. Stop playing and dry your hands if they become sweaty or wet. The Wii Remote responds to minor movements so do not use excessive, rapid or wide swinging motions.Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Wii Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Wii Remote and striking objects or people.
- WARNING: Not suitable for children under 36 months of age. The Wii Remote Wrist Strap and the cord of the Nunchuk can coil around the neck.

Prologue

Several years have passed
since the destruction of Raccoon City...

Leon is now facing his ultimate
challenge...

A mysterious village...

Creatures that defy nature...

Are They Human?

A curse that plagues the human body

CHARACTERS

Leon S. Kennedy

Agent for the U.S. Government. He has been sent to Europe on a solo mission to rescue the President's kidnapped daughter, Ashley. Leon is one of the few people who survived the destruction of Raccoon City six years ago.

Ashley Graham

Daughter of the President of the United States. She was kidnapped by a mysterious group on the way home from her college in Massachusetts. Allegedly she has been spotted in a village in Europe, but there has been no sign of her since!

Ada Wong

This mysterious woman has been working covertly behind the scenes. She met Leon during the Raccoon City incident. She was thought to be dead. Now it would seem that she is alive and working as a spy for an unknown organization.

Luis Sera

Luis says he's a former cop, like Leon. Though there is more to this mysterious Spaniard than meets the eye. There's even information that says his grandfather once lived in the area.

Jack Krauser

A former colleague of Leon's. Now working for his own unknown objectives. Presumed dead after an accident two years ago, Jack reappears, with obvious animosity towards Leon.

GETTING INTO THE GAME

STARTING A GAME

Press the A Button to skip the opening movie and display the Mode Select screen.

- NEW GAME – Start a new game from the beginning.
- LOAD – Load your saved progress and continue your game. Selecting the last saved file (page 17) lets you resume the game from where you left off.
- OPTIONS – Change various game settings (page 21).
- EXTRAS – View the bonus material and access the new difficulty setting and extra game modes you've unlocked during the game (page 25).

DIFFICULTY LEVEL

When you play the game for the first time, you can select between "NORMAL" and "EASY" difficulty levels.

Once you complete the game, "PROFESSIONAL" is available for selection.

- EASY – For beginners, a less radical game mode with a long-range gunsight.
- NORMAL – Standard gameplay mode for experienced players, with a short-range gunsight.
- PROFESSIONAL – Very challenging, only for experienced players.

GAME OVER

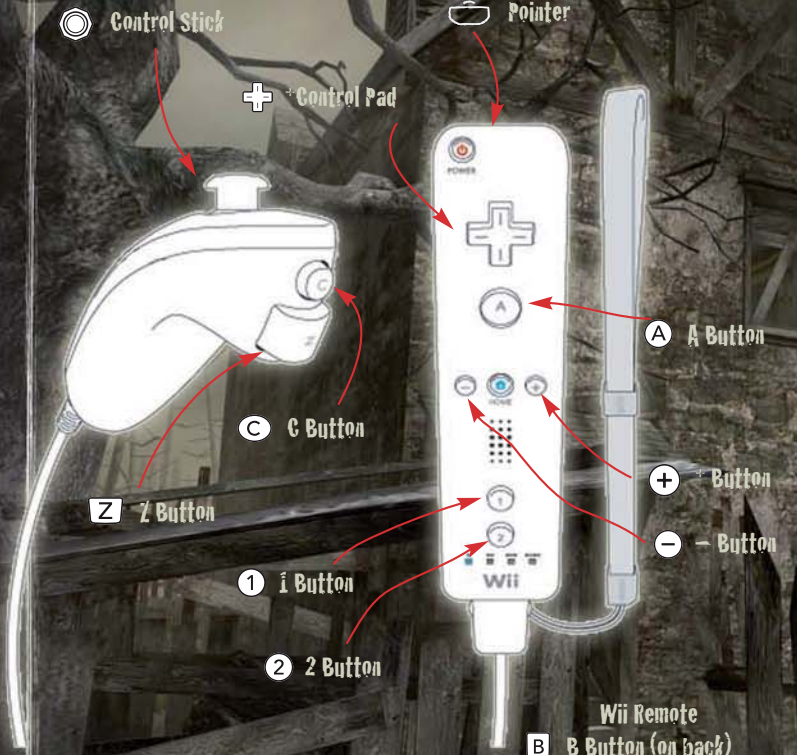
Getting attacked by enemies and falling into enemy traps depletes your Health Meter. When the meter reaches zero, your game is over.

You will also end the game by failing to complete your mission requirements.

CONTINUE

Even if your game is over, you can choose to continue the same game. To do that, select YES on the Continue screen.

CONTROLS



Wii Remote
- Reload — Wave Wii Remote while holding B Button
- Knife Attack — Wave Wii Remote while holding C Button
- Quick Knife Attack — Wave Wii Remote with Knife put away

Control Stick

Move forward/back/left/right	↑/↓/←/→
Targeting	any direction to move sight

+Control Pad

Reload	Press while holding B Button
Camera Control	Any direction

C Button

Draw Knife	C Button
Knife Attack	C Button + A Button
Scope: Zoom out when using Scope	C Button

Z Button

Run	Z Button + Control Stick ↑
Quick 180° turn	Z Button + Control Stick ↓
Scope: Zoom in when using Scope	Z Button

Pointer

Aim	Point in direction while holding B Button

A Button

Fire/Attack	A Button while holding B Button
Action (kick, etc.)	A Button
Perform prompted action	A Button
Confirm	A Button

B Button

Draw weapon	B Button
Rotate item in Attache Case	B Button
Cancel	B Button

+ Button

Command Ashley	+ Button toggles "Wait" and "Follow me"
Display Keys & Treasures	+ Button

− Button

Display Status Screen/Skip cutscenes/Cancel

1 Button	Map screen
2 Button	Options

ACTIONS

AIM AND SHOOT!

- A gunsight appears when you point the Wii Remote at the screen.
- Zero in on the enemy and fire!
- The gunsight turns red when pointed at an attackable object. (If there is an obstacle between Leon and the target, the gunsight won't turn red.)

B + then A

WEAPON RELOAD

- Wave the Wii Remote while holding the B Button.
- You can also use the +Control Pad while holding the B Button.
- Reload time varies by weapon.

B + or B +

180° TURN

- Press the Z Button + the Control Stick ⬇ to do an "about face"!

⬇ + Z

alone

C + or C + A

QUICK KNIFE ATTACK/KNIFE ATTACK

- For a Quick Knife Attack, wave the Wii Remote to slash at enemies and objects, regardless of your equipped weapon.
- For a stronger attack, press the C Button to draw your knife, then wave the Wii Remote or press the A Button to attack with the knife, regardless of your equipped weapon.

ACTION BUTTON

When you see the Action Button hint on the screen, press the A Button to perform various awesome actions.

Aim at an enemy's head and fire!

Get close and press the A Button for a special action!

Press the Action Button at just the right moment for all kinds of actions!

GAME SCREEN

ACTION BUTTON HINT

REMAINING AMMO

YOUR HEALTH

- Your Health is vital to your success. If it gets depleted completely, your game ends. Keep up your health by finding power-ups and avoiding enemy attacks and traps.
- Once Ashley joins you, her Health appears along with yours.
- When you run out of ammo, the Remaining Ammo indicator reads EMPTY. If this happens you need to switch to another weapon.

SAVING & LOADING

SAVING YOUR PROGRESS

Use typewriters you'll find in each stage to save your progress.

Loading SAVED DATA

You can load saved game data by selecting LOAD on the Title screen. You can also load mid-game by selecting LOAD from the Pause/Option screen (page 21).

STATUS SCREEN

ATTACHE CASE

NAME OF SELECTED ITEM

CURRENCY

Press the – Button to open the Status Screen. Here you can:

- Organize items in your Attache Case.
- Equip weapons, and combine weapon parts to enhance existing weapons.
- Use Recovery items.
- Combine herbs and other items.

COMBINING ITEMS

By combining related items, you can free up space in your Inventory and even power up your weapons.

Example – Combining herbs:

- Press the + Button to select the herb you wish to combine it with.
- Pick up the herb and place it on top of the herb you wish to combine it with.

EQUIPPING/USING ITEMS

- Highlight an item to equip or use and press the A Button to display commands.
- Select EQUIP or USE to perform that command.

ATTACHE CASE

ORGANIZING ITEMS IN YOUR ATTACHE CASE

- Highlight the item you want to move, then press the + Button.
- Move the cursor to an empty space.
- Press the + Button or A Button to complete the move.
- Press the B Button to rotate the selected item.

You can only pick up items if there is free space in your Attache Case. Manage your items and space so you're always carrying the most important items for the tasks ahead.

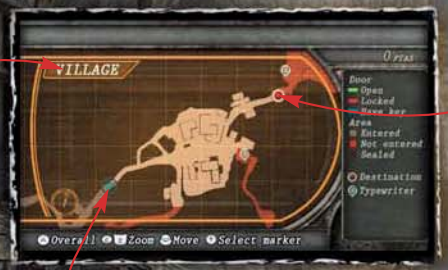
TEMPORARY SPACE

If you pick up an item and don't have enough space to carry it, it will be placed in the Temporary Space. Rearrange your items to create enough space for it. Items left in the Temporary Space will be discarded.

TEMPORARY SPACE

MAP SCREEN

Select MAP from the Status Screen, or press the i Button in-game for quick access to the Map.



MARKERS

SELECT MARKER

Select the item you want to see and it will appear on the Map, showing you its location.

OPTION SCREEN

Select OPTION from the Main Menu, or press the – Button in-game to open the Pause/Options menu. You can change game settings on this screen.

- LOAD GAME – Resume a game from your last save point. (Available in-game only.)
- RETRY FROM A CONTINUE POINT – Restart the game from the last checkpoint you passed. (Available in-game only.)
- AUDIO SETUP – Select STEREO, MONAURAL, or DOLBY® PRO LOGIC® II depending on your system's audio setup.

NOTE: Be sure to read the screen hints for further information when changing settings.

FOR DOLBY® PRO LOGIC® II DECODING:

This game is presented in Dolby Pro Logic II. Connect your Wii™ Console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select Dolby Pro Logic II from the Audio Setup menu of the game.

FILE SCREEN

View Files acquired during the game.

ITEM SCREEN

KEY ITEM

TREASURE

- Highlight either the Key item or Treasure item and press the A Button to display the list of commands.
- Select your command and press the A Button.

WEAPONS DEALER

Talk to the Weapons Dealer to buy and sell items. Here you can:

- BUY – Purchase weapons and parts.
- TUNE UP – Increase the firepower, firing speed, capacity and reload speed of your current weapons.
- SELL – Trade in jewels and other treasures for money.

NOTE: If you don't have enough space in your Attache Case, you may not be able to make purchases.

COMBAT TIPS

AIM AT THEIR FEET

- Enemies go down easier when you aim at their feet.
- Press the Action Button at just the right moment, and enemies in the area will be blown away.

SHOOTING DOORS

- Shoot out doors to get to enemies!
- Some wooden doors and boarded-up walls can be shot out to get to enemies on the other side, or to make new routes.

VULNERABLE OBJECTS

- Sharpshoot red drum cans and barrels to blow them up, take out surrounding enemies and inflict more damage!

SECRETS

BONUS MATERIAL

Complete the main adventure and unlock a variety of bonus material, including:

- A new PROFESSIONAL difficulty mode.
- Bonus costumes.
- New weapons.
- Ability to "roll over" items to your second round of play.
- A movie browser, to view the event movies from the game.

NEW GAME MODES

Additionally, after you've completed the main adventure, you can access new game modes from the EXTRAS option.

- SEPARATE WAYS – Play as Ada, the mysterious woman who appears in the main adventure.
- ASSIGNMENT ADA – Play as Ada, and collect 5 parasite samples to escape from the desolate island!
- THE MERCENARIES – Kill as many Ganado as you can before the time is up! Do well and a new character will be unlocked!
- Complete these missions and unlock even more bonus material!

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